GLB 2.0

Gentleman's League Baseball 2.0
'The Reboot'

GLB will use OOTP 18, with the purpose to emulate modern day baseball and it's amateur ranks through a system of feeder leagues. All MLB teams will have human GMs and feeders will be run and managed by the AI.

Sim Schedule:
Regular Season Sims will occur Monday, Wednesday, Friday and Sunday
Offseason Sims will occur daily
Sims will run Monday to Sunday in game. (This may require a short from time to time)
Exports are due by 9:00pm EST

GM Responsibilities:
GMs are expected to maintain a reasonable amount of activity. Daily exports are not required but being available to other GMs via Slack is. Please observe the purpose of each Slack Channel and try to keep discussions in the right place.

League Settings:
A. GLB2.0 will include feeder leagues from the college and high school ranks. Players will advance from HS to College if undrafted. Some College rosters will need to be filled with fictional players from time to time. Development reports will be kept through the players entire career then deleted upon retirement.
B. Real Life draft classes will be used until the feeders completely fill the draft.
C. Personalities, Morale and Team Chemistry are on.
D. Owner Goals are off.
E. All ratings are relative to MLB, overall ratings are based on AI Evaluation by position
F. Development Settings:
    1. Batter and Pitcher aging speed: .400
    2. Batter and Pitcher development speed: 1.00
    3. Talent Change Randomness: 125
G. Rainouts are off
H. Position Player Fatigue is normal
I. Owner's control budgets
J. Show Ratings > Max: No, cut off
K. Show Potential < Actual: Yes
L. If you have a question on any other setting, please ask.
M. Upon it's inception, the league members will vote on various league settings that are not dramatically important to how the feeder system runs. These settings will include:

    1. Scouting Scale for OVR/POT and for individual ratings (Stars/2 to 8/20 to 80)
    2. Scouting Accuracy (Normal or High, 100% will not be an option)
    3. MLB Managers or Human GM/Managers
    4. Injury Frequency
    5. DH Rule in AL only or AL and NL
    6. International Signings ($5mil cap or unlimited with penalties)
    7. Profit Sharing or Luxury Tax
    8. Cash Max
    9. Draft Pick Trading
    10. To observe or not observe 10/5 rights

Trading:
A. All trades are subject to review by the commissioner.
B. GMs may protest trades by contacting the commissioner.
C. Cash can be traded for players. Teams sending cash must have cash on hand to complete the deal.
D. Teams may retain player salaries during trades.

E. After the World Series and before Free Agency, players without a contract for the following season can not be traded.
F. All Trades will be processed prior to running the sim. If GMs would like to request a post sim trade, they can contact the commissioner.
G. Traded players will go in DFA and must be assigned to a roster before DFA time expires.
H. Teams are not permitted to trade recently signed Free Agents until June 1st of the following season.

Contracts:
A. Teams may not offer a multi-year contract extension to any player who has not yet had his first arbitration hearing or signed a one year deal to avoid arbitration. Any contract offered before this time period will be voided.
B. Teams may not offer contracts to Free Agents during the period from the end of the World Series until the beginning of the offseason Free Agency period.
C. Team Options are permitted but must include a 25% buyout of the final years value, regardless of player demands. Any contract that circumvents this rule will have the option year converted to guaranteed.
D. All contract incentives must follow the guidelines listed below:
    1. Batters:
        a. Plate Apperances: 550
        b. Games Played: 150
    2. Starting Pitchers:
        a. Games Started: 25
        b. IP: 200
        c. Games Finished: 3
    3. Relief Pitchers:
        a. Games Started: 0
        b. IP: 75
        c. Games Finished: 50
E. Vesting Options are allowed but must not exceed the following:
    1. Batters:
        a. Plate Appearances: 550
        b. Games Played: 140
    2. Starting Pitchers:
        a. Games Started: 25
        b. IP: 200
    3. Relief Pitchers:
        a. IP: 75
        b. Games Finished: 40